INSTRUCTION MANUAL

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

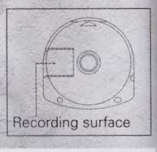
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

Blazing Souls Accelate

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Visit our website to find more information about Blazing Souls Accelate as well as upcoming products from Aksys Games! E-mail us at support@aksysgames.com for technical support.

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Getting Started

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT Blazing Souls Accelate disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon.
A thumbnail for the software is displayed. Select the thumbnail and press the ≈ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD® while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.
To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

Story

Several decades have passed since the end of the Seven Years' War, and peace has finally begun to take hold throughout the war-weary world.

It is in this time of relative tranquility that Zelos, who makes his living as an independent contractor, comes into possession of a crystal infused with incredible levels of magical energy called a "Core Elemental" after being involved in a freak accident.

Almost as soon as it fell into his hands, Zelos was besieged by a number of mysterious beings intent on taking the power of the elemental for their own.

As Zelos is forced to fight for his life, the mystery surrounding his birth, as well as his past, slowly emerges into the light. What secrets still wait to be discovered as he comes to the end of his struggle for survival?

Controls

CONTROL	World Map & Town	Action Map	Battle Map
Directional buttons	- Select a Move Point - Select menu	- Move units	- Move the cursor/units
⊗ button	-Skip text / Confirm -Display menu	- Skip text - Inspect/Unlock	- Confirm - Display commands/ status of a selected unit
◎ button	- Cancel	- Jump	- Cancel commands, Cursor-free mode - Cancel effects for moving and attacking
△ button	- Display detailed information on items and skills.	- Display Menu	- Display ATG recovery rate - Display detailed information on items and skills
□ button	- Check units that can equip certain equipments. (When selecting items)	- Execute a selected action	- Display HP
L button	Scroll lists to the left	- Switch actions	- Switch HEIGHT (switch heights within the same square)
R button	Scroll lists to the right	- Switch actions	- Start HOLD (while selecting a skill)/Scroll through units (during normal state)
START button		- Switch units	- Place the cursor on a unit in action. - Display option menu
SELECT button		- Change map view	- Change map view
Analog stick		- Rotate map (right/left on the analog stick) - Enlarge/shrink map (up/down on the analog stick)	- Rotate map (right/left on the analog pad) - Enlarge/shrink map (up/down on the analog pad)

Game Flow

Opening

Upon starting the game, an opening event will occur.

In Town

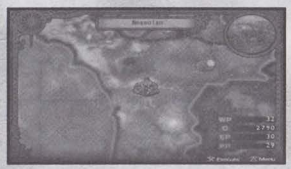
Synthesis and Alchemy services are available in towns. Also, you will be able to obtain valuable Work Points (WP) which are required to find new areas and are earned by completing collections.

★The menu found in towns will expand as the game progresses.

World Map

The number of accessible areas will increase as you search for new areas. You can earn WP for searching by completing collections. As there are no restrictions placed on the order you can search the map, you can explore the world however you wish, as long as you have the required WP.

World Map



Towns and event points will be displayed on the map.

Event Point

In Action Mode, you can explore the local map or engage in battle. You can also open new paths by successfully solving traps and puzzles. In addition, there are certain events and battles that only occur when specific conditions are met.

World Map

Menu

Pressing the ⊗ button on the world map, with no locations selected, will display the following options.

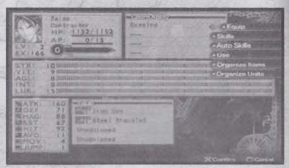
- Status Pg. 6
- Move Pg. 11
- Handbook Pg. 11
- Picture Book Pg. 11
- Battle Diary Pg. 11

Status

You can check the status of each unit here. When the list of units is displayed, highlight which unit's stats you wish to see. To select a unit, press left or right on the directional pad or use the L/R buttons.

Press the ⊗ button when selecting a unit to display their detailed statistics. Pressing left or right on the directional pad will cycle through the information displayed. You can also switch between units by using the L or R buttons.

Press the △ button while in the status screen to bring up the following menu options:



Equip: Change the equipment of a unit.
Skills: Equip skills in available skill slots and swap out skills.
Auto Skills: Equip or change Auto-skills and Clay.
Use: Use available items.
Organize items: Organize items and equipment.
Organize units: Organize available units.

Status

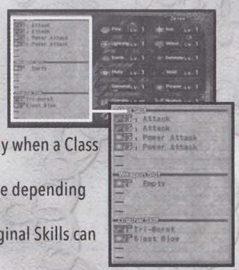
STR	Indicates physical strength. The higher the value, the higher the unit's ATK and HIT.
VIT	Indicates stamina. The higher the number, the higher the unit's DEF. This value also has an effect on the amount of HP increased when a unit levels up.
AGL	Indicates agility. The higher the number, the higher the unit's AVD. Also effects unit's speed in battle.
INT	Indicates intelligence. The higher the number, the higher the unit's MAG. This value also increases the success rates to cause status ailments and to recover from them.
LUK	Indicates accuracy and dodge abilities. The higher the number, the higher the unit's HIT and AVD. Luck can also have other effects during the game.
DEF	Indicates defense against physical attacks. Is directly related to a unit's equipment and VIT. The higher the value, the lower the physical damage a unit will suffer.
MAG	Indicates the damage inflicted by magic. Is directly related to a unit's equipment and INT. The higher the value, the more damage the unit's magic attacks will do.
RST	Indicates defense against magic attacks. Is directly related to a unit's equipment and INT. The higher the value, the lower the magic damage a unit will suffer.
HIT	Indicates accuracy. Is directly related to a unit's equipment, STR, and LUK. The higher the value, the greater a unit's accuracy.
AVD	Indicates evasion. Is directly related to a unit's equipment, AGL, and LUK. The higher the value, the greater a unit's evasion skills.
MOV	Indicates mobility. Reflects the number of squares a unit can move during battle.
JUMP	Indicates unit's ability to jump. Reflects how high a unit can climb during battle.

Experience Level

This shows the current experience level and skill mastery of each unit. The higher a unit's level, the greater their destructive power. Also, the effectiveness of a unit's skill will increase as they increase in level. Use a skill in battle to increase a unit's mastery of it. Once they reach a certain level of proficiency, the skill will gain a level. The maximum level that a skill can be raised to is 10.

Skill Screen

This screen shows the skills each unit currently has equipped as well as their Original Skills. To display a description of a skill, first press the □ button, then select a skill by pressing up/down on the directional pad and then press the ⊗ button.

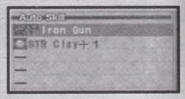


Unit slot: Slot specific to each unit. Will change only when a Class Change occurs.
Weapon slot: Slot specific for weapons. Will change depending on the weapon equipped.
Original Skill: Skills specific to each unit. New Original Skills can be acquired by changing classes.

Auto Skills Screen

Here is where you can see which weapons have Clay equipped, which armor and accessories have auto-skills attached as well as each unit's resistance to status ailments.

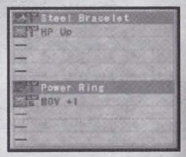
Clay



The Clay equipped to any weapons will be displayed here. Clay can be attached to a weapon as long as that weapon has an empty slot available.

★Please refer to the page 13 for more information on Clay.

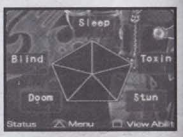
Auto Skill



Auto skills which are attached to a specific protective gear and an accessory will be displayed on the screen. Auto Skills can be equipped as long as there's an available slot in a protective gear/accessory.

★Please refer to the page 10 for more information on Auto Skills.

Resistance to Status Ailments



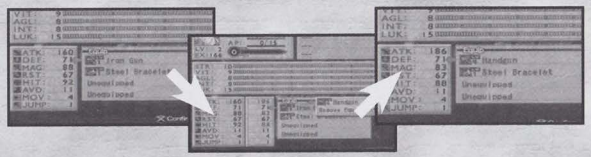
You can view each unit's resistance to status ailments here. The higher the value shown, the greater the resistance to that particular status ailment.

Status Ailments

Icon	Status	Effect
	Doze	When suffering from this ailment, the affected unit will be unable to move or act. Can be cured with items, magic, or by taking damage. Wears off over time.
	Toxin	When suffering from this ailment, the affected unit's HP will slowly decrease each turn. Can be removed with items and magic.
	Stun	When suffering from this ailment, the affected unit will be unable to move or act. Can be cured with items or magic. Wears off over time.
	Blind	When suffering from this ailment, the affected unit's accuracy will be reduced. Can be cured with items or magic. Wears off over time.
	Unable to move	When suffering from this ailment, the affected unit will be unable to move. However, they will still be able to use skills, attack, etc.
	Unable to take actions	When suffering from this ailment, the affected unit will be unable to use skills or items. However, they will still be able to move.
	ATG Recovery Speed Up	The recovery speed of Active Turn Gauge (ATG) will temporarily increase during certain turns.
	ATG Recovery Speed Down	The recovery speed of Active Turn Gauge (ATG) will temporarily decrease during certain turns.
	Unable to fight	The state a unit enters when their HP reaches zero. The affected unit will enter a serious condition state and, after three turns in that state, be forced out of the field of battle. (✣)

Equip

By choosing Equip, you will be taken to the equipment selection screen. To change/equip equipment, first choose the type of equipment you'd like to change and then press the ⊗ button to display a list of available items. Select the desired piece of equipment from the list and then press the ⊗ button again to equip the chosen item.



The values shown in red indicate an increase in the related stat while values in blue indicate a decrease. To view the details of an item, highlight it and then press the △ button. Please note that changing equipment will automatically remove all skills and auto-skills associated with the removed item.

ELEMENTALS

With the exception of Zelos, all units in the game are only able to equip three types of equipment: weapons, protective gear, and accessories. However, Zelos is able to equip a fourth item called a Core Elemental. By equipping different Core Elementals, you can change his stats, Original Skills, weapon type, etc. You will be able to strengthen Core Elementals by gathering Elementals that are scattered throughout the world.

Skills

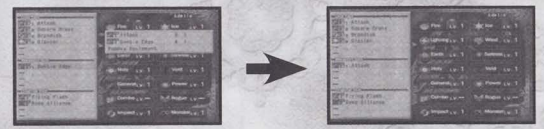
Choosing the Skills option will display the Skill selection screen. Each skill slot is assigned a skill type and rank. Please be aware that you cannot equip a skill to a slot if the skill rank is higher than that of the intended slot.

★Skills will not be available in battle unless you equip them beforehand.

Slot details. The icon on the left indicates a skill type, the icon on the right shows the skill's rank.

The name and rank of a currently equipped skill.

Choose a slot to display a list of skills that are available for that slot. To equip a skill, select the desired skill from the list and then press the ⊗ button.

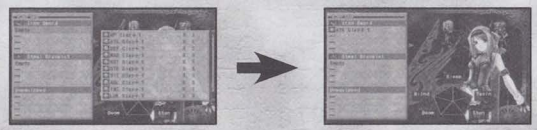


Auto-Skills

You can attach Clay to weapons and equip auto-skills to protective gear and accessories to strengthen them.

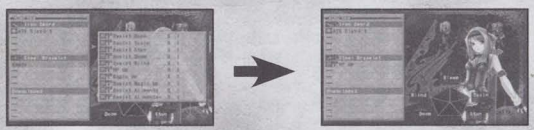
Equipping Clay

Selecting the slot you want to equip Clay in will display a list of available Clay. Choose the desired Clay from the list and then press the ⊗ button to equip it into the slot.



Equipping Auto-skills

Selecting the slot you want to equip an auto-skill to will display a list of available skills. Auto-skills are supplementary skills that automatically provide various beneficial effects by simply having them equipped. To equip an auto-skill, choose the desired skill from the list and then press the ⊗ button to equip it into the slot.

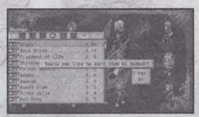


★Some protective gear and accessories have default auto-skills attached to them. The skills cannot be removed from the item unless they are extracted through synthesis (Please refer to pg. 13 for more information on Extract).

Use

Choosing the Use option will display a list of available items. To use an item, select the item you wish to use and then confirm your selection to see its effects on the specified unit.

Organize Items



Numerical order: Items will be organized in a pre-determined numerical order decided by the game.
Manual: You can organize your items based on personal preference. The first item selected will be switched with the second item selected.
Delete: This option will delete the selected item. Please be forewarned that by choosing this option, you will delete your entire stock of that particular item.

Organize Units

You can change the order of your units here.
By level: This option will sort your units by their level. You can choose whether to have them listed in ascending or descending order.
By number: Units will be organized in a pre-determined order decided by the game. You can also organize your units in the opposite order.
Manual: You can organize your units based on personal preference. The first unit selected will be switched with the second unit selected.

Move

Choosing this option will display all areas currently accessible. To move to an area, choose your desired destination and then press the ⊗ button.

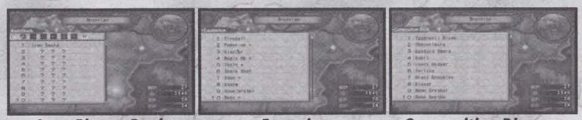
Handbook

The handbook contains useful information regarding gameplay. There are a number of different subjects covered, from battle mechanics to overviews of the facilities found in towns. If you get stuck, or just have a question about the game, try looking for an answer here.

Picture Book

The picture book contains information invaluable to the gameplay experience. You can view the following data here:

Item Picture Book: You can view a list of items you've acquired over the course of the game.
Esoterica: You can view skills that can be used for Chain Skills (refer to pg. 26), as well as Special Chain Skills (refer to pg. 27).
Composition Diagram: You can view a list of items that can be composed as well as the materials required for their creation.
Profiles: You can view the profiles of units that have been encountered over the course of the game. New profiles will be added as the game progresses.
Gallery: You can view images that have appeared in the game. New images will be added as the game progresses.

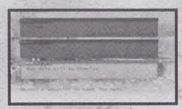


Item Picture Book ***Esoterica*** ***Composition Diagram***

Profiles ***Gallery***

Battle Diary

Save: Save your game here.
Load: Resume a previously saved game here.
Settings: Change several settings for battles.



Save/Load

Settings

Town Facilities

There are following facilities available in towns:

- Synthesist Pg. 12
- Alchemist Pg. 14
- Item Shop Pg. 15
- Guild Pg. 16
- Beast Den Pg. 17
- Collection Souk Pg. 18

★Each facility and menu will be added as the game progresses.

Synthesist

You can perform the following actions at a synthesist.

Enhance: Enhance equipment and auto-skills.
Develop Equipment: Advance equipment into new, more powerful forms.
Convert Clay: Convert equipment into Clay.
Combine Clay: Combine similar Clays to increase their effectiveness.
Extract: Remove default auto-skills from armor and accessories.
Register: Register newly developed equipment so that it can be purchased from item shops.

Enhance

You can improve equipment and auto-skills up to Lv. 5. Enhancing equipment will result in their ATK and DEF stats being raised and enhancing auto-skills will increase their effectiveness. Points received when defeating enemies, Enemy Points (EP), are required to perform any enhancements.

Select an item to be enhanced from the list. | Upon execution, EP will be consumed. | ***STATS IMPROVED!***

Develop Equipment

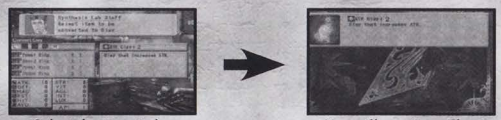
Some weapons and armor which have been enhanced to Lv. 5 can be further developed into more advanced equipment or transformed into another type of equipment. ★Items used during the development process will be lost.

Select an item to be developed from the list. | If there are two types of items that can be developed please select which one to make. | Select Yes to begin development. A new item will be created.

Convert Clay

You can convert Lv. 5 equipment into a valuable substance called Clay. Clay can be equipped in the slot of any weapon to increase its stats. You can equip any type of Clay to any weapon as long as it has an available slot, allowing for limitless customization.

HP Clay	Increases HP.	STR Clay	Increases strength.
ATK Clay	Increases physical attack damage.	VIT Clay	Increases vitality.
DEF Clay	Increases physical defense.	AGL Clay	Increases agility.
MAG Clay	Increases magic damage.	INT Clay	Increases intelligence.
RST Clay	Increases magic defense.	LUK Clay	Increases luck.



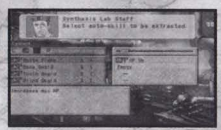
Select the item to be converted. | You will acquire a Clay. The item used in the conversion will be lost

Combine Clay

You can combine similar types of Clay to enhance the Clay's effectiveness. It is strongly recommended that you combine similar Clays in order to maximize a weapon's available slots.

Select the Clays you wish to combine. | A preview of the resulting Clay will be displayed. | Clays will be combined.

Extract



You can remove default auto-skills from armor and accessories. You can equip any auto-skill to any weapon as long as it has an available slot, allowing for limitless customization.
★Only equipment improved to Lv. 5 can have auto skills extracted.
★Once an item's auto-skill has been extracted, that item will be lost.

Register

Some Lv. 5 equipment can be registered. Once an item has been registered, it can be purchased at any time from an item shop.
★Once an item has been registered, the original item will be lost.

Alchemist

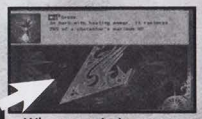
You can perform the following at an alchemist.

Alchemy: Use multiple items to create a new item.
Fuse List: Select items to create from this list.
Create Skill: Use alchemy to create new skills.

Alchemy

You can use from two to four items when performing alchemy. Depending on which items are used, special items will be created.
★In order to create an item through alchemy, you will need the specified amount of G.

The Alchemic Process



When certain items are used in the alchemic process, a new item will result.

Select the items to be used.

A confirmation message will appear.

When unspecified items are used, a random item will be created.

Special Alchemy

If you have a certain alias equipped, you might be able to create higher-quality items than normal. Also, if the Whetstone item is used while performing alchemy, a random combination that normally wouldn't occur will happen.

Fuse List

You can also create items via alchemy by using Composition Diagrams found during your adventures. You will only be able to perform alchemy using the diagrams when you have all of the required materials.

Create Skill

You can perform alchemy to create new skills. To create a skill through alchemy, you will first need all of the required materials. However, skill creation is somewhat of a shot-in-the-dark procedure, as you won't know what kind of skill will be created until after you make it.
★Items used in the creation of a skill will be lost.

Select the skill to be made.

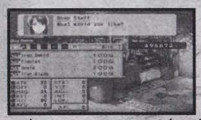
A new skill will be created.

Item Shop

You can buy and sell items here.

Buying Items

You can purchase items at any item shop. However, there is a limit to how much of an item you're allowed to carry at one time. You can only buy items up to its limit. There is also a limit to the number of item types you're allowed to have.
★Each item has a limit as to how much of it you're allowed to carry at one time. You can't purchase items beyond that limit.
★You cannot exceed the limit to the number of item types you're allowed to have.
★Some equipment will only become available for purchase after registering it at the synthesist.



Select the item type you wish to buy using the L/R buttons, then select an item by pressing up/down on the directional pad.

Enter the quantity you wish to buy using the directional pad, then confirm your purchase.

Selling Items

Select the item type you wish to sell using the L/R buttons, then select an item by pressing up/down on the directional pad.

Enter the quantity you wish to sell using the directional pad, then confirm the sale.

Guild

You can perform the following tasks at the guild:

Gather Info: Discover information vital for searching.
Search: Use accumulated WP to search the world map.
Class Change: Change a unit's class.
Party Point: Distribute accumulated party points.

Gather Info

You can learn a great deal of potentially valuable information from the people you encounter in towns. Take advantage of what they know to help you search more effectively.
★In some cases, asking for information will trigger an event. It is strongly recommended when arriving at a town to start gathering information as soon as you can.

Search

By using WP to search the world map, new areas and event points can be discovered. Keep in mind that each unit's search ability is different and the higher their ability, the wider their search range. However, the higher the ability, the more WP will be consumed. Assemble your search party wisely as it is the combined abilities of all the units included that will determine whether a search will be successful or not.

Special Alchemy

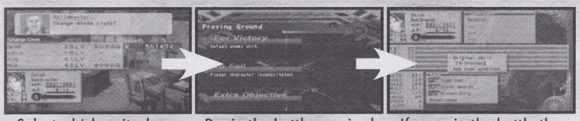
Select units to participate in a search. You can choose up to three units.

Choose a location you'd like to search. You can choose either to search within an area that has already been entered, or a completely new area.
★In order to search a new area, it needs to be adjacent to already accessible areas.

The status of each unit used in the search party will determine if a search can be performed. If a search is successful, new event locations will appear as well as the occasional item.

Class Change

Once a unit's level is high enough, you can change their class by completing a challenge. After having their class changed they will be given a status bonus. In addition, they will learn new original skills and their unit slot will be enhanced.

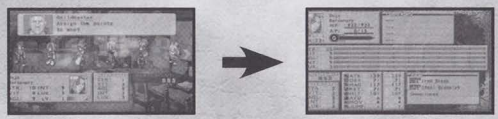


Select which unit whose class you wish to change. | Begin the battle required for a class change. | If you win the battle the class of unit will change.

★You will need a specified amount of G in order to initiate a class change battle. Should you lose, not only will the class change fail, your G will not be refunded.

Party Point

You can distribute party points freely amongst your units. Party points can be earned by defeating enemies. Using party points will allow you to improve a unit's overall stats. Party points can be used in conjunction with the bonus point awarded when a unit gains a level.



Select a unit | Use party points to upgrade their stats!

Beast Den

The following tasks can be performed at a beast den:

Monster Synthesis: Use captured monsters to synthesize new creatures.
Switch Skills: Exchange a monster with a skill.

Monster Synthesis

Synthesizing monsters caught in battle will result in new monsters. Synthesized monsters can be summoned (refer to pg. 25) during battles.

Select two monsters. | The details of the potential monster will be displayed. Press ⊗ button to display a confirmation message. | The monsters will be combined and a new monster will be acquired.

Switch Skills

Monsters captured in battle can be exchanged for skills.

Select a monster you'd like to exchange with a skill.

Details of an items you'll get in exchange will appear. Pressing the ⊗ button will display a confirmation message.

A skill will be acquired.

★Monsters used for a skill exchange will be lost.
★Some monsters can't be used for a skill exchange.

Collection Souk

The following tasks can be performed at a Collection Souk:

Collection File: View required conditions for collections, and obtain collections.
Alias: View alias effects, and switch aliases.
Convert Items: Exchange CP for items.
Exchange Points: Exchange CP for WP.

Collection File

You can view conditions required to acquire certain collections as well as acquire any collections for which you've satisfied their conditions. In order to acquire a collection, you'll need to clear several conditions, such as defeating certain monsters, collecting items, etc.

Select a collection you'd like to know more about or acquire.

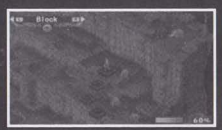
The requisite conditions for the collection will be displayed.

You will be able to acquire items, G, PP, WP and aliases.

★Conditions that have already been fulfilled will be highlighted in green.

ALIASES AND WORK POINTS (WP)

Aliases and Work Points (WP) can be obtained by acquiring collections. Some aliases are required for performing new actions while WP is required for conducting a search.



★Please refer to pg. 19 for more information on Aliases.
★Please refer to pg. 16 for more information on Searching.

Aliases

In the Alias menu, you can view the effect of each alias as well as swap a currently equipped alias. Aliases bestow such benefits as new actions, stat boosts, etc. When acquiring a new alias, you should check and see what its effects are.

Select the alias to be equipped from the list.

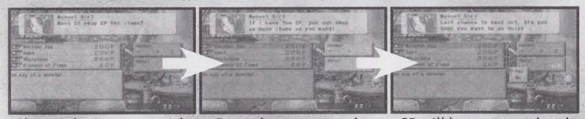
Select the slot to equip the alias. If an alias is already present, it will be replaced by the new one.

Equip the alias.

★G will be required to set up an alias.

Convert Items

You can exchange Chain Points (CP), which can be obtained through executing attack chains in battle, for items or WP.



Choose the item you wish to exchange CP for.

Enter the amount to be exchanged.

CP will be consumed and the item will be acquired.

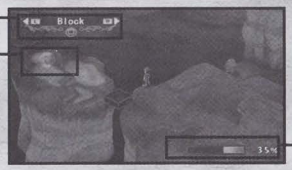
★G will be required to set up an alias.

Exchange Points

You can exchange CP for WP. It will cost you 5 CP to acquire 1 WP.

Action Mode

In Action Mode, you'll be required to solve mysteries lurking throughout the map by effectively taking actions. There is also an Encounter Gauge which, when filled up, will switch the game into Battle Mode, throwing your party into battle.



Action Menu: Actions which will be executed when the ◻ button is pressed.
Object: You can destroy or carry objects by performing actions. There are a wide variety of objects available.
Encounter Gauge: It rises as you move or perform actions. When it fills up, you will be thrown into a battle.

Example on how to use objects

Stack objects in an attempt to reach a certain move point.

Break down a door in Battle Mode and then move to the move point in Action Mode

Object List

The following is a partial list of objects that appear in the game. You will encounter many other types of objects as you play through the game.

Image	*Name*	*Description*
	Wooden Box	A simple wooden box. Can be moved and used as a stepladder.
	Tree	Can be climbed or carried to reach otherwise inaccessible, elevated areas.
	Iron Ore	Requires a great deal of effort and strength to destroy.
	Seal Stone	Something is hidden inside. If the seal can be broken somehow…
	Cracked Boulder	A largish rock that looks like it's going to crumble any second. Will shatter if dropped.
	Ground	It can be dug into. In fact, it sometimes can be dug through.

Action Mode

Pressing the △ button will display the Action Mode Menu. Check the status of each unit here. Select which unit's stats you wish to view from the list displayed. You can select units by pressing left/right on the directional pad or by using the L/R buttons.

★Additional menu options will become available as you progress through the game.

Organize

Choose which units are to participate in Battle Mode here. You can include a maximum of six units in your party.

★If you fail to organize a battle party, you will be forced to fight battles alone. Be sure to organize your units as soon as possible.

Battle Diary

Load data, and adjust various battle settings.

Alias

Displays currently equipped aliases.

Engage

Choosing this option will immediately take you into a battle, regardless of the Encounter Gauge. Use this option to fill out your collections or reactivate the Retry option.

Retry

Select this option to restart the stage. Use this should you become stuck in Action Mode.

★Once used, this option will become unavailable until you finish a battle.

Battle Mode

Battle Map

Unit Turn: Shows the currently active unit.
Next Unit: Shows which unit will act next.
Active Turn Gauge : This gauge shows the attack order of each unit. Images of the player's party members will appear above and those of enemies and NPCs will appear below. When the character's portrait reaches the end of the bar, they will be able to take action.
Turn Count: An additional turn will be added every time a unit finishes a turn.
Height: The elevation of the current area.
Simplified Attack Order: Press the △ button to display this. The higher the amount of ATG recovered, the faster you will recuperate.

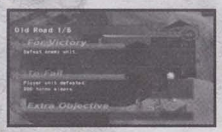
Event Battles

For event battles, you will be required to organize your units before entering the battle map. After organizing your battle party, the battle will begin. You can also change each unit's equipment and skills here.

Organize your battle party and then enter the battle map.

Press the ◎ button while selecting a unit to check the lay of the land as well as the initial placement of ally units.

Conditions to Win/Lose, Special Conditions



When entering Battle Mode, the win/loss conditions as well as special conditions for the battle will be displayed. By fulfilling either the specified win or special condition, you will clear the battle and the story will progress. If you fulfill the conditions for defeat, it will be game over and you will be required to resume the game from previously saved data.

★For free battles, should you fulfill the conditions for victory, you will move to the Action Mode. If you lose the battle, you will be taken to the world map. Be warned that all of your units will be treated as though they are badly wounded and G equal to their combined max HP will be consumed.

SHIFT TIME BATTLE

In Shift Time Battle, you can have a single unit perform all of its available actions by consuming Active Points (AP). All actions except Move can be performed as long there is AP remaining. Also, by choosing the stand by option, the higher a unit's remaining AP will be and the sooner their next turn will come. Conserving a unit's AP by having them stand by can lead to successful battle strategies.

Settings

Pressing START when the cursor is not shown will display the settings screen.

Victory Conditions: Displays the various conditions set for the current battle.
Unit List: Displays a list of all units participating in the current battle, including enemy units.
Esoterica: Displays chain skills and special chain skills. (Please refer to pg. 26 for more information.)
Settings: Adjust various battle settings.

Command

Move

When moving, 6 AP and 1 MOV will be consumed. Depending on the unit, 2 MOV may be used when moving to elevated areas.

Skills

Select this option to display a list of your currently equipped skills. Choose the skill to be used as well as a target unit within the skill's effective range. Each skill has an attribute and the effects on experience level increases will vary by unit.

Attributes

Charge

You can perform combo attacks using multiple units by charging. Be sure to take advantage of Charge moves as well as Hold (refer to pg. 26) to improve your chances of emerging victorious in battle. Also, you will earn a 10 Chain bonus for every unit activated after the first unit during a single charge attack. There are two types of charges available (Type A is the default charge setting); you can switch between them in Settings.

Battle Type A, a charge system where AP is allocated before a skill is selected.

The first unit selects Charge from the command and then selects the target unit.

Confirm the amount of AP to be distrubted, and then select Charge.

Have the second unit select Charge and then distribute AP. Next, select Unleash.

Select a skill to use with the distributed AP. You can switch units using the L/R buttons.

Select a skill for each participating unit. Take conditions for combo attacks into considerations before deciding on one.

When skills are selected for all the units, a charge will be unleashed.

Battle Type B, a charge system where the skill is selected first.

Select Charge from the command first, then select a skill to use.

When the target unit is confirmed, you will begin charging.

When the unit is affected by a skill, the Charge will be unleashed.

Cancel Charge

A charge will be cancelled under the following circumstances:

- **A charging unit is targeted by a skill.**
- **The target unit's turn comes up.**

Should either of the above happen, the charging unit's turn will prematurely end, so be careful when charging.

Item

You can use any available items in Battle Mode. However, each item will have a specified AP cost for its use.

Summon

You can summon captured monsters to fight for you in Battle Mode. Summoned monsters will only stay in battle for five turns, after which they will leave the battlefield. Initially, you are only able to summon one monster during battle, but with the right alias equipped you'll gain the ability to summon up to six monsters in a single battle.
★Summoning monsters will use all of a unit's AP.

GROWTH OF MONSTERS

Summoned monsters will gain levels like regular units. However, should a monster be badly injured in battle, they will cease to exist.

If trained properly even the lowly Chickapede can...

Annhiliate the enemy with Void Breath!

Status

Check the status of each unit here. Select a unit whose stats you wish to view from the displayed list either by pressing left/right on the directional pad or by pressing the L/R buttons.

Standby

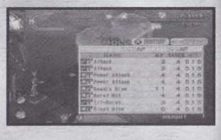
After ending a unit's turn, another unit's turn will begin. If a unit goes into standby mode without using AP, the unit's AP will be reduced by one half when their turn ends.

Battle System

What follows are several techniques that will allow you to hold your own in battles.

Hold

Hold will allow a unit to perform multiple skills during their turn. In addition, for certain skills, a Hit Chain is activated. The higher you push the chain count, the more damage inflicted and the more EXP earned.



HOW HOLD WORKS

Press the R button in the skill select screen and then select the target to use Hold against.

Select a skill, then press START.

★Skills already selected can't be used again.

Hold will be unleashed to initiate a combo.

Chain Skills

Chain Skills are skills that can be accessed when specific skills are combined when Charging or performing a Hold attack. By utilizing Charge, you can gain access to Chain Skills that you wouldn't be able to perform on your own.

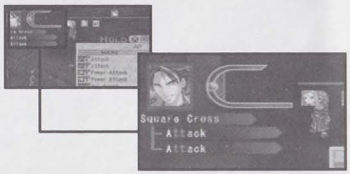
UNLEASH CHAIN SKILL WITH HOLD

Use Hold to select a skill such as Fire.

Then, select a skill, Bolt.

Chain Skill, Muspelheimr will be unleashed!

Previously used Chain Skills will appear on the left of the screen when selecting a unit's skills for a Hold attack.



Original Skills

Original Skills are skills unique to each unit. Using these skills requires both SP and AP to be used. Although the requirements to use Original Skills are stricter than normal ones, they can be incredibly powerful.

★A unit must attain a specific SP rank before they can use Original Skills.

Current SP rank

Defeat powerful enemies using Original Skills.

Special Chain Skills

Combining certain Original Skills through a Charge will unleash a Special Chain Skill. Several conditions must be fulfilled in order to use a special Chain Skill. However, they are exponentially more powerful than normal Chain Skills.

Break

Each enemy unit will have one of the following three resistances: Impact, Destruction, or Pierce. When the related resistance value is reduced to zero, the enemy unit will go into break mode and your attacks will do more damage.

Break Arts

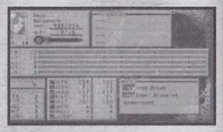
When an enemy is in break mode, the combination of certain skills will sometimes result in a break art. Break arts will allow you to do increased amounts of damage and boost attack chains as well. Some skills are only truly effective when used in a break art.

★The resistance value affected will vary depending on the skills and weapons used.
★An enemy's resistance values will only be affected by chain attacks (Charge and Hold).
★An enemy's resistance values will return to their original values at the end of a chain attack.

Overkill

Inflicting damage on a target equivalent to its current HP + its maximum HP during a chain attack will result in an overkill. Defeating an opponent in this manner will get you a bonus item.

Level Up



Once a unit accumulates 1000 EXP (experience points), they will gain a level. For every level gained, bonus points will be awarded. Distributing these points will raise their stats.

★The amount of bonus points required to raise stats is different for each unit.
★If, after leveling up, the unit's new level is a multiple of 5, additional bonus points will be added to their stats. The affected stat is predetermined for each unit.

Latent Ability

G, party points, bonus items and other rewards will be awarded only after clearing a battle event. Bonuses will vary depending on the number of turns and how the victory conditions are satisfied.

Latent Ability List

Each unit has unique latent abilities that they will learn as they gain levels. The abilities earned are predetermined for each unit. However, some abilities vary depending on the class of the unit at the time it gains a level.

Name	Conditions to unleash	Effects
Concentration	Critical condition	Increase accuracy and evasion
Kill Switch	SP Rank 3	Increase accuracy and critical hit rate.
Accuracy	SP Rank 2	Attack moves will hit an enemy 100% of the time.
Anger	SP Rank 3	Increase physical damage.
Guard	SP Rank 3	Increase defense.
Critical Break	SP Rank 3	Increase magic damage.
Protection Shield	SP Rank 3	Increase magic defense.
Desperate Strength	Critical condition	Increase physical damage and defense.
Unleash Magic	Critical condition	Increase magic damage and magic defense.
Total Resistance	Automatic	Increase resistance to all status ailments.
Parry	Critical condition	Evade physical attacks.
Magic Barrier	Critical condition	Evade magic.
Exertion	Automatic	Increase EXP gain.
Fortune	Automatic	Increase EP gain.
Qigong	SP Rank 2	Unleashed at a predetermined probability and nullifies damage at a rate of Level x 10.
Acceleration	Critical condition	ATG will regenerate at a faster rate.
Resolve	Automatic	SP will regenerate every turn.
Anticipation	Automatic	Nullify counterattacks.
Genius	SP Rank 2	AP use is decreased for all actions except moving.
Feat of Agility	Automatic	Increases the success rate of the steal skill.
Discovery	Automatic	Increases the rate at which enemies drop items.

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MIMANA
Iyar Chronicle

Drunk, despondent, and down on his luck, a spellsword mercenary named Crais Sewell reluctantly accepts a job from a young, cheerful troubador named Sophie Rothorn. Their mission: to recover seven jewels scattered throughout the world of Iyar—for what reason, Sophie refuses to say. As it becomes clear that Sophie's quest is not unrelated to a past Crais would prefer to forget, he faces a choice: Will he confront his past failures, and ultimately overcome them, or succumb to despair and misery? It is entirely possible that the fate of the world—or at least Crais's corner of it—may depend on his answer.

TEEN	TM
T	Alcohol Reference Language Mild Blood Mild Fantasy Violence Sexual Themes
ESRB CONTENT RATING	www.esrb.org

GungHo Works

AKSYS GAMES

PlayStation.Portable

PlayStation.Network

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Epic turn-based battles!

Over 40 hours of gameplay!

Our story begins when Zelos, a mercenary for hire, comes across a Core Elemental --a mysterious stone infused with a powerful magic. His discovery marks an epic journey against the world and creatures known as Human Genomes --a species thought to be created by God as a replacement for mankind. One thirsts for power, another hopes to retrieve what was lost, and another seeks only the destruction of humanity. Through his struggles, Zelos will discover the secrets of the world...and the dark truth behind his existence.

UMD
UNIVERSAL MEDIA DISC

Player 1

Memory Size 544 KB

NEVER LAND

AKSYS GAMES

IDEA FACTORY

Aksys Games, 365 Van Ness Way, Suite 510, Torrance, CA 90501

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TEEN T ™

Language
Mild Fantasy Violence
Suggestive Themes

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Blazing Souls: Accelate

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PSP

Only On PlayStation

Blazing Souls Accelate

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